

MARVEL CRISIS PROTOCOL MINIATURES GAME

2024 Errata'd Team Tactic Cards


CLONING BANKS

UNAFFILIATED
Reactive

During any **Cleanup Phase**, an allied **Mister Sinister** may play this card.

When this card is played, set it near the battlefield instead of discarding it. During each **Cleanup Phase**, including the one in which this card is played, **Mister Sinister** may move any number of Genetic Sample tokens from himself to this card.

If this card has been played, during any **Power Phase**, you may remove any number of Genetic Sample tokens from this card and discard it. If you do, Place an unused character from your Roster with a Threat Value equal to half the number of Genetic Samples removed (rounding down) or lower into play within $\oplus 1$ of an allied **Mister Sinister**. The unused character gains 3 \ominus and is now part of your Squad.

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WORLD DOMINATION

HYDRA
Active

If you are Securing all Secure Objective tokens, an allied **Hydra** character may play this card.

You gain 1 VP for every 2 Secure Objective tokens you are Securing. Additionally, each character you control gains 1 \oplus for every 2 Secure Objective tokens you are Securing.

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FIRST OF THE BLACK ORDER

BLACK ORDER
Reactive

If your Squad does not contain **Thanos, The Mad Titan**, after deployment when you would normally select your Leadership ability, an allied **Corvus Glaive** may play this card.

Corvus Glaive gains the following Leadership ability. It is your active Leadership ability.

★ RIGHT-HAND MAN (AFFILIATION: BLACK ORDER)
When an allied **Black Order** character Dazes or KO's an enemy character, all other allied **Black Order** characters gain 1 \oplus .


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IT'S TIME TRAVEL... DON'T ASK

UNAFFILIATED
Reactive

During the **Cleanup Phase**, after VP's have been scored, an allied **Cosmic Ghost Rider** that is not Contesting an Objective token may spend 5 \oplus to play this card.

If **Cosmic Ghost Rider** has a Psychosis token, he may remove it. Then, **Cosmic Ghost Rider** may Advance \ominus Toward an Objective token you are not Securing. If you are now Securing that Objective token, you immediately gain 1 VP.


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MEET MY EXECUTIONER

UNAFFILIATED
Reactive

When an allied non-**Skurge** character would suffer a collision, an allied **Enchantress** may spend 2 \oplus to play this card.

Place an allied **Skurge, the Executioner** within $\oplus 1$ of the character suffering a collision. **Skurge, the Executioner** suffers the collision instead. During this collision, if **Skurge, the Executioner** would suffer \ominus , reduce the amount he suffers by 1.


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LAST-MINUTE SAVE

UNAFFILIATED
Reactive

When another allied character within $\oplus 3$ of an allied **Lockjaw** would be KO'd by an enemy effect, **Lockjaw** may spend 3 \oplus to play this card.

The allied character removes 1 \ominus , is not KO'd, and is Placed within $\oplus 1$ of **Lockjaw**.

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IRON-BOUND BOOKS OF SHUMA-GORATH

CONVOCAION
Reactive

A **Convocation** character may spend 2 ⚡ during the **Power Phase** to play this card.

This Round, when an enemy character targets an allied character with a ⚡ attack, you may choose to change the attack's type to ⚡.

When an allied non-Grunt character is KO'd, after the effect is resolved, you may return this card to your available Team Tactic cards. This card may be played again this game.


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DAUGHTERS OF THANOS

UNAFFILIATED
Reactive

When either an allied **Gamora** or an allied **Nebula** makes an attack action, after the attack is resolved, both characters may spend 1 ⚡ each to play this card.

The character (**Gamora** or **Nebula**) that did not make the initial attack may make an attack targeting the same target character.


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THIS IS A ROBBERY

UNAFFILIATED
Active

During **Rhino's** Activation, he may spend 4 ⚡ to play this card.

Choose an enemy character within ⚡ 1 that is holding an Objective token. The chosen character drops any Objective tokens it is holding. **Rhino** then Throws the chosen character ⚡.


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ONLINE AND OPERATIONAL

SENTINELS
Active

Sentinel Prime MK4 may spend 4 ⚡ to play this card.

Choose an allied Injured **Sentinel MK4** within ⚡ 3 of **Sentinel Prime MK4**. The chosen character removes all ⚡, removes all special conditions, and flips its card to the Healthy side.


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VERSATILE STRATEGY

UNAFFILIATED
Active

An allied character without an active Leadership ability may play this card.

You may choose a non-active Leadership ability of an allied character in your squad that corresponds to your Squad Affiliation. The chosen Leadership ability is now active and all other Leadership abilities for that squad are no longer active. All effects of any previous Leadership abilities expire.


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DARK EMPOWERMENT

DARK DIMENSION
Active

During an allied character's Activation, it may suffer 1 ⚡ to play this card.

Choose another allied character within ⚡ 3 of the Active character. Effects of the next attack made this Turn by the Active character cannot cause it to gain ⚡. After the attack is resolved, the chosen character gains ⚡ equal to the ⚡ dealt by the attack.

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JOINT EFFORT



UNAFFILIATED
Active

During a character's Activation, it may spend 3 ⚡ to play this card.

During the next attack action made by the character that played this card this Activation, it adds 2 dice to each of its attacks for each other allied character within ⊕ 2 of the target character.


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FOREIGN ASSIGNMENT
GUARDIANS OF THE GALAXY

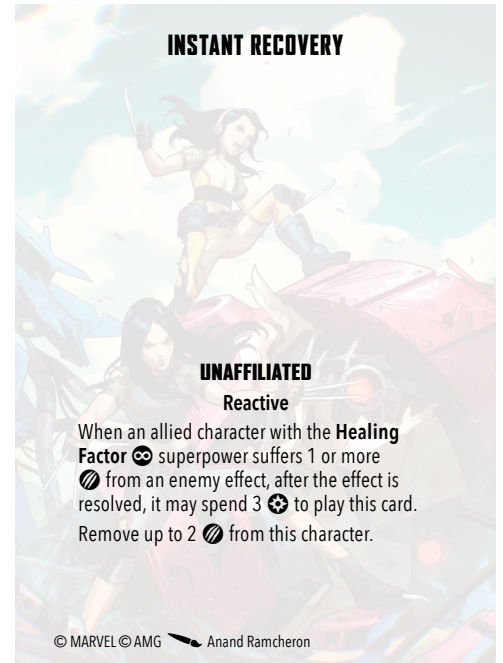
Active

During **Agent Venom's** Activation, **Agent Venom** may spend any amount of ⚡ to play this card. Choose a different option from the list below for each 2 ⚡ spent. Resolve each option completely before choosing the next.

- If **Agent Venom** is within ⊕ 2 of an allied **Gamora**, **Agent Venom** is Thrown Ⓜ.
- If **Agent Venom** is within ⊕ 2 of an allied **Groot**, **Agent Venom** may remove up to 3 ⚡.
- If **Agent Venom** is within ⊕ 2 of an allied **Star-Lord**, **Agent Venom** may immediately make a **Full-Auto** attack listed on **Star-Lord's** Stat Card without paying the ⚡ cost. After the attack is resolved, **Agent Venom** may Advance Ⓢ.
- If **Agent Venom** is within ⊕ 2 of an allied **Rocket Raccoon** and has already made an attack this Activation, **Agent Venom** may immediately make an attack action. **Agent Venom** then Advances Ⓢ.
- If **Agent Venom** is within ⊕ 2 of an allied **Drax the Destroyer**, **Agent Venom** is Thrown Ⓢ and counts as Size 3 during this collision.


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INSTANT RECOVERY

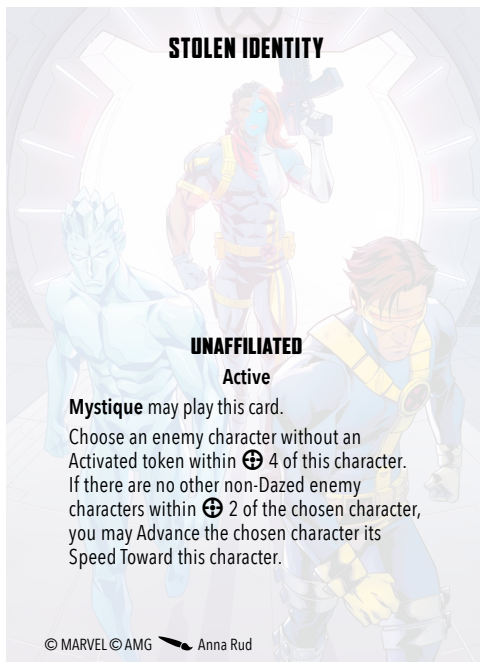


UNAFFILIATED
Reactive

When an allied character with the **Healing Factor** Ⓢ superpower suffers 1 or more ⚡ from an enemy effect, after the effect is resolved, it may spend 3 ⚡ to play this card. Remove up to 2 ⚡ from this character.

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STOLEN IDENTITY



UNAFFILIATED
Active

Mystique may play this card.

Choose an enemy character without an Activated token within ⊕ 4 of this character. If there are no other non-Dazed enemy characters within ⊕ 2 of the chosen character, you may Advance the chosen character its Speed Toward this character.

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